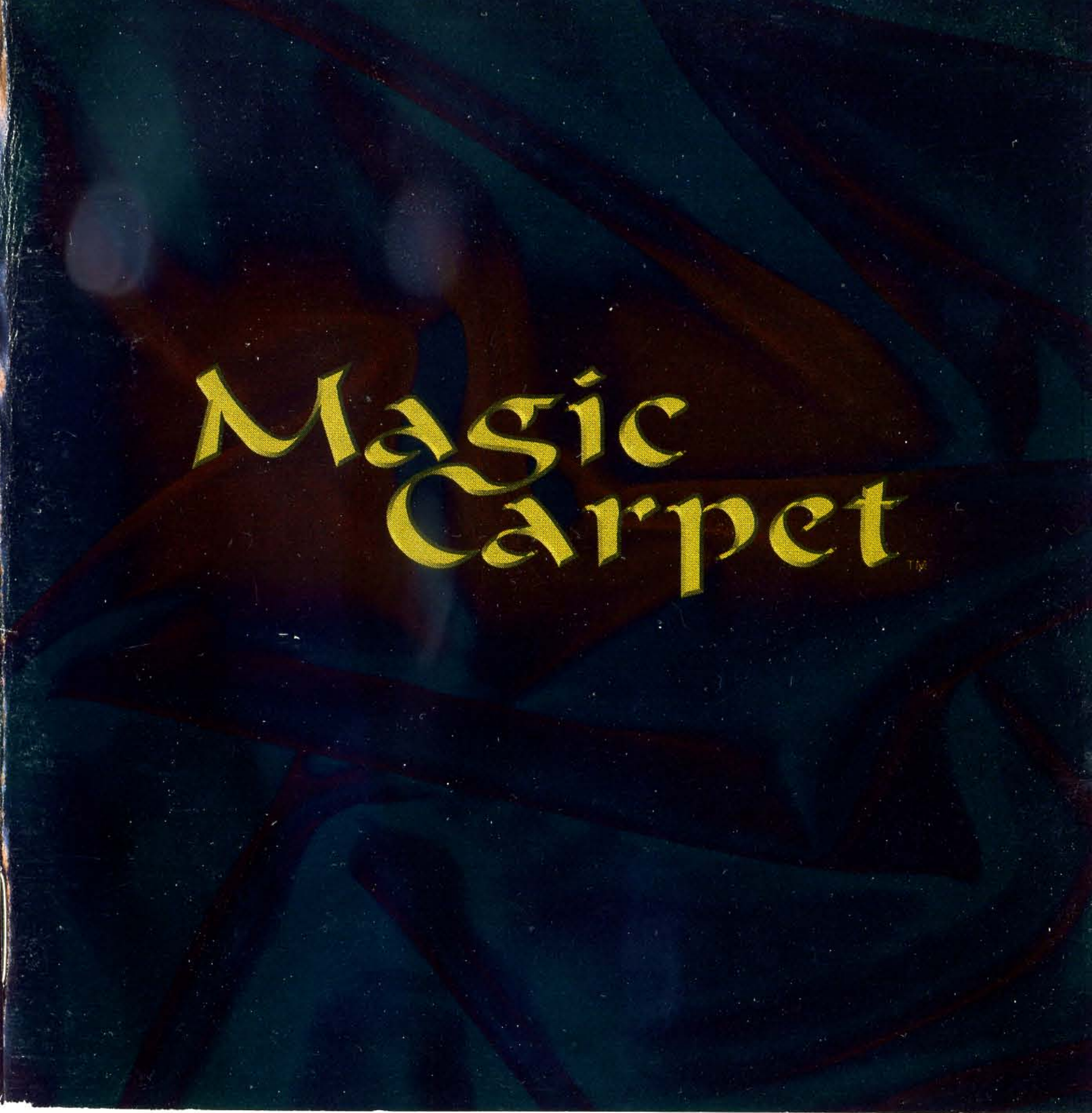

Magic
Carpet™

Before You Play

SYSTEM REQUIREMENTS (IBM PC OR 100% COMPATIBLE)

CD-ROM

REQUIRED: MS-DOS 5 or higher, 8Mb RAM, 486/33 or higher, VGA, 2Mb hard drive space, mouse & 100% Microsoft compatible driver.

RECOMMENDED: 486/50Mhz or faster, (optimized for Pentium), double-speed CD ROM drive or faster.

OPTIONAL: Hi-Res mode requires 16Mb RAM ,VESA compatible driver, SVGA video card & monitor.

SUPPORTED: Soundblaster and 100% compatibles, AWE32, Waveblaster, AdLib, Pro Audio Spectrum, Roland MT32, General MIDI. Joystick, Forte VFX-1 HMD, 3D Stereo goggles.

MULTIPLAYER MODE: 2- 8 players, requires NETBIOS. Hi-performance systems recommended.

MACHINE LIMITATIONS

Magic Carpet has been designed for use on cutting edge technology. In this case, that means Intel 486 (or equivalent) and higher, with 8Mb of memory.

Magic Carpet was also developed with the future in mind. The Hi-res mode only works on machines that are very powerful, and to be playable you will need a Pentium with a PCI video card and 16Mb+ of RAM.

LOADING MAGIC CARPET

1. Make sure the CD is inserted in the CD-ROM drive.
2. Type **D:** and press **Enter**. (If your CD is not inserted in the D: drive, enter the appropriate drive letter.)
3. Type **CARPET** and press **Enter**.
   Note: When loading Magic Carpet for a Network game, type **CARPET_-NETWORK** from the DOS prompt.
4. The Language Screen appears. All the in-game text appears in the language selected here. Highlight an option and **left-click**; now click the bookmark for the sound card and control method options.
5. No Sound is the currently selected sound option. Choose your soundcard settings for music and sound FX. Select the I/O (input/output) address number for your sound hardware, followed by the IRQ and DMA (if applicable). Use the mouse to move the pointer over an option and **left-click**.
6. Confirm the settings Yes or No with a **left-click**.
7. Now select your control method. **Left-click** on the other page to cycle through control options.
8. Having confirmed your soundcard settings and control method, **left-click** the globe bookmark to begin the game.
   Note: When you select joystick as your control method, you're automatically prompted to calibrate your joystick. First move the stick diagonally up to the left and press **Fire**. Then move the stick in the opposite direction (down to the right) and press **Fire** again. Finally, center the stick and press **Fire** for a third time. The game now loads.

USING THE VFX 1 VIRTUAL HEADSET

If you select VFX 1 as your control method, follow these instructions for its installation:

1. Install the VFX disk onto your hard drive.

You can select the VFX from the Config screen in the game, the only problem is that NETWORK cards clash with the VFX and sound cards, so I only got the VFX working by going into the game with no-sound.

2. Plug the CYBERPUCK into a serial port and the keyboard.
3. In your AUTOEXEC.BAT put the the command SET VIPPORT=300 (where 300 is the default port address).
4. In your installed VFX directory, run the the program VFX1 and add the CYBERPUCK serial port number, ie. if it's plugged into COM 2 you would type: **VFX1 -2**.
5. Sync your monitor to 60Hz by running the appropriate program.
6. If you select VFX and GRAVIS PAD, use the pad's yellow button to calibrate the headset. If you select VFX on its own, you must run the Zeroset program from the Installed VFX directory.
7. Once correctly installed, put on the VFX virtual headset. You can look up and down and roll your head from left to right to steer. Use a joystick to side step and move forward, backwards and fire spells.

   Note: Most of the above is FORTE STANDARD procedure for setting up the VFX.

USING MAPHACK

With MapHack, any PBM file (that is, a compressed LBM file) on your system can be used as the basis for the landscape of one of Magic Carpet's levels. Any 256-color PBM file will do; it is automatically re-sized to 256 x 256 pixels.

To use MapHack:

From the Carpet CD type **MAPHACK**, followed by the PBM file name and press **Enter** (remember to specify the path).

Example: **MAPHACK C:\CARPET.CD\EXAMPLE.LBM**

When you run Magic Carpet, this picture is used as the first level map.

To re-set Magic Carpet to the original settings:

Log to your hard drive (C:) and type **DEL C:\CARPET.CD\SAVE\SCANNED.RMD** and press **Enter**. The game map returns to normal with the LBM file removed.

KEY COMMAND SUMMARY

Move carpet forward/back: Press **up/down** cursor keys
Move carpet left/right: Press **left/right** cursor keys
Cast spell: Press **left** or **right** mouse button
Select left assigned spell: Press keyboard number 1-0
Select right assigned spell: Press **Control** + keyboard number 1-0
Open spells screen: Press **Enter** or **left/right** mouse buttons simultaneously
Toggle between normal and hi-res mode: Press **R** (16 meg only)
Destroy castle: Press **Shift-L**

Quit to Main Menu: Press **Esc**
Quit to DOS: Press **Shift-Q**
Restart current level: Press **Shift-R**
Pause Game: Press **P** (Press **P** again to Unpause)
F1: Sound FX on/off
F2: Music on/off
F3: Speed up game
F4: Toggle softened image on/off
F5: Turn reflections on/off
F6: Turn sky on/off
F7: Turn shadows on/off
F8: Toggle icons and map on/off
F9: Toggle speed blur on/off
F10: Toggle between 3D, Stereogram and normal modes. Press once for red/blue 3D mode (glasses supplied), press again for Stereogram mode and press for a third time to return to normal view.

THE HISTORY OF THE WIZARD WAR

Within the covers of this leather-bound volume, its ancient pages coated by dust and time, is contained the History of the Wizard War. It was the great historian Molenubar the Chronicler who collected these many fragments of myth and legend, preserving them for posterity in one weighty tome. His was the labor of a lifetime. Writing in the ink of squids on pages of dried papyrus, Molenubar worked day and night to complete the task. But the Old Gods were jealous

of the immortality that the completed work would grant him, and took Molenubar before the story could be finished.

And so for the last 5,000 years the History of the Wizard War has remained incomplete. This much, at least, of the history is known:

When the Old Gods created the world, they invested all living things with a powerful energy force – mana. In time, man learnt of the existence of mana and those skilled enough to harness its incredible energy became powerful wizards. It was an age of magic. Sorcerers amazed the populace with their feats and toiled to unearth more of the precious mana. But healthy competition soon turned to bitter rivalry, and the most powerful of these sorcerers learned black arts so that they might overcome their adversaries. Then, in a mighty cataclysm, the world was shattered by one wizard's misguided hand...

However, of the apprentice wizard who was charged with restoring the world to equilibrium Molenubar tells us nothing. All that is known of him is that his mastery of the Magic Carpet was unsurpassed. It now falls to you to complete the chronicle, gather the power of the wizards to yourself and take a Magic Carpet ride to glory.

RESTORING EQUILIBRIUM

Your quest is to restore equilibrium to fifty shattered worlds. You do this by possessing mana, whether it be found floating free, contained within some dreadful demonic beast, or in the possession of an evil rival sorcerer. Once possessed, the mana is gathered by hot air balloon and transported to your home castle.

This quest is fraught with danger. The skies are alive with evil. Birds and beasts under the spell of the black arts assail you from all sides. Your castle is a target for all those who would take your

mana for their own nefarious ends. Lose the power held there and it won't be long before you perish in the deep, blue waters that encompass each world. Fortunately, there are spells concealed throughout your quest that will assist you. It is vital that you gather these and use them well.

Be wary, fly well and cast evil forever from the world.

PLAYING MAGIC CARPET

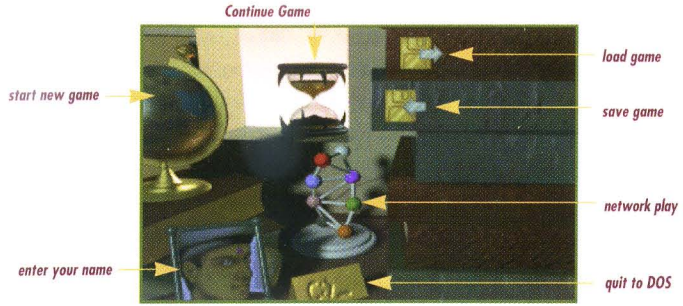
If you're lucky enough to be playing Magic Carpet with a Pentium© Processor, an additional screen tells you that the game is being configured for optimum performance. Press **Spacebar** again for the title screen.

From the Bullfrog logo screen, press **Spacebar** and the voice of Molenubar reaches down through the ages, relating to you the History of the Wizard War.

To leave the introduction, press **Spacebar** at any time; the Magic Carpet title screen appears. However, if it's the first time you've played, you aren't able to skip the intro. Press **Spacebar** again and you arrive at the Sorcerer's Chamber (see *In the Sorcerer's Chamber*).

In the Sorcerer's Chamber

Herein are books of wisdom and mystical devices that open the gateway to the world of Magic Carpet. To highlight any of the sorcerer's items, use the mouse to move the pointer. Joystick users should confirm options by pressing **Enter**.



START NEW GAME

Left-click the spinning globe and you're instantly transported to the world of Magic Carpet, rug at the ready.

CONTINUE GAME

After restoring each world you return to the Sorcerer's Chamber, where an hour glass sits in the window measuring the passage of time. **Left-click** the hour glass to resume the battle.

ENTER YOUR NAME

Left-click the portrait to enter your name on the scroll. Type in your name using the keyboard and press **Enter** when complete.

A second scroll unrolls to let you enter a call name, which is done exactly as you entered your name.

QUIT TO DOS

The gold bar is your route out of Magic Carpet and back to the real world. **Left-click** to unroll the scroll, and confirm your decision with a **left-click** to the check mark. **Left-click** X to remain in the game.

LOAD GAME

The six volumes piled one atop the other contain the story of your various adventures. To select which volume to resume, simply **left-click** the load game icon. Choose one of the six saved volumes with a **left-click** and then confirm your decision aye or nay by clicking the check mark or X icon on the scroll.

SAVE GAME

Left-click the save game icon. Now select the volume into which you would like your adventure preserved with a **left-click**. Unwritten volumes are represented by two hyphens, but when the scroll opens you can type in a new name and press **Enter**. Confirm your decision by **left-clicking** the check mark icon.

> Note: When saving to an occupied slot, you must left-click on the existing name before you can type in the new saved game name.

NETWORK PLAY

In network play, all the competitors must be running their own copy of Magic Carpet and choose the network option independently from their own PC. The network should support NETBIOS©, which needs to be loaded before you run the game. Each player must load all the required network drivers and needs 520K of available base memory to play a network game. Users of MS DOS 5 may not be able to free up this amount of base memory without the help of a third-party memory manager such as QEMM. To load, type **NETBIOS** in the appropriate directory, depending on where the utility is located (hard drive, network, etc.). For more information on configuring your system for network play, consult your NETBIOS© documentation or network manager.

To run the game in Network mode, type **CARPET -NETWORK.**

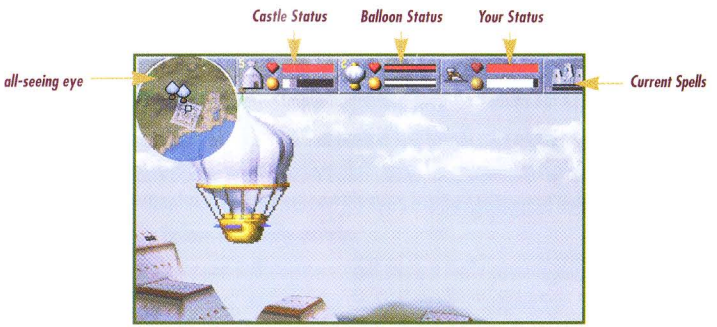
Left-click the network icon and the sorcerer turns to his volume of rival wizards. Here you can select the number of fellow Magic Carpet players against whom you wish to do battle, to a maximum of eight, by **left-clicking** the blank wizard icons. Now choose the level at which you'd like to compete with a simple **left-click** to the right-hand page. Click on the arrow to scroll down and access the higher levels.

> **Note**: Network games take place on single levels, rather than following the Magic Carpet narrative and progressing through the levels.

To play more than one network game on the same network, click on Carpet 0. You can now select the level on which you want to play.

You can send messages to other players in a network game. Press **I** and a red cursor appears on the game screen. Type in the message on the keyboard and press **Enter** to send it.

The Game Screen



When you leave the Sorcerer's Chamber, the next world appears before you. Your quest is to restore each world to equilibrium, which can only be done by possessing mana and collecting it in your home castle.

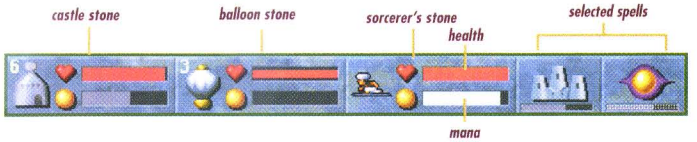
THE ALL-SEEING EYE

This displays everything in the current world. You and your carpet are always at the center of the eye, where your position is marked by a cross. Other objects are color-coded as follows so that you can recognize where danger lurks and where mana can be collected:

Free mana – gold dots
Your mana – white dots
Enemy mana – enemy color
Spells – red dots
Civilians – blue dots
Monsters – black dots
Your castle – white flag
Enemy castle – enemy colored flag
The broken line marks the route from your present position back to the castle.

Hot air balloons collect mana (see *Mana*) and are marked on the eye by balloon icons. Teleports are windows to other parts of the current world; they are marked on the all-seeing eye as purple dots. Just fly through a teleport and you're instantly transported to a new location.

THE STONES OF KNOWLEDGE



There are three Stones of Knowledge at the top of the Game Screen, engraved with mystic runes which display your status. The white marks on the mana bars of the Castle and Sorcerer's stones show the point your power must achieve to restore the world's equilibrium. All three stones flash red to let you know when your mana is under threat.

The Sorcerer's Stone

This shows your status, with the red bar displaying your health and the white bar your mana.

The Castle Stone

The red health bar lets you know how near your castle is to destruction. On the mana bar the grey area shows the maximum amount of mana the castle can hold, and the white area is the proportion of this space currently occupied.

The Balloon Stone

Keep an eye on your balloon's health. If the balloon bursts, all the mana it's carrying is lost; the castle then immediately dispatches another balloon. The thin white line in the mana bar indicates how much precious mana your balloon is currently carrying.

> **Note**: The Castle and Balloon stones (and this is a really obvious point but I'll make it anyway) remain blank until you cast the Castle spell (see *Spells*).

The Spell Stones

These two smaller stones show the currently selected spells, and the mana bar indicates whether you have the power to cast the spell and how often (see *Spells*).

CONTROLLING THE CARPET

The skilled maneuvering of the eponymous carpet is absolutely essential to your continued survival. You control the Magic Carpet with a combination of keyboard presses and mouse movements.

The mouse controls the altitude of your magic mount and the carpet's direction; move the mouse forward to sink to earth and back to soar skywards.

Speed and direction are controlled using the keyboard cursor keys. Press **up** to fly forward; repeat presses increase your speed. Press **down** to reverse; press **down** repeatedly to get out of trouble even faster. Use the **left** and **right** keys to dodge incoming spells by moving the carpet quickly to either side.

When playing with a joystick, the keyboard cursor keys control speed and sideways movement, while the joystick controls altitude and direction.

> **Note**: Luckily, however hard you try and however bad you fly, it's impossible to crash into the ground.

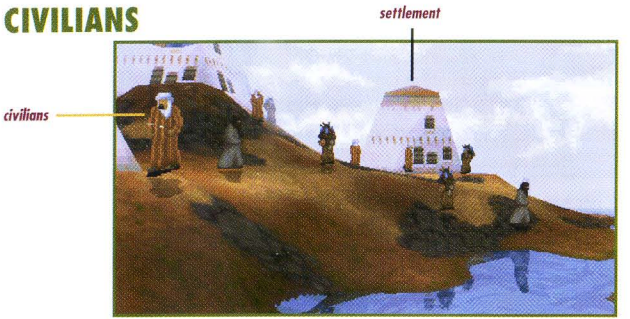
COLLECTING MANA

A fixed amount of mana exists in each world, hidden along with spells and used by your enemies to possess people, animals and demonic creatures. Destroying aggressors frees the mana, which is then yours to claim. Mana cannot be destroyed, no matter how hard you try.

Mana exists in three states: yours (white), enemy (enemy color) and neutral (gold).

To change the state of mana, you must cast a possession spell (see *Spells*). Mana boosts your power as soon as you've possessed it. However, it only counts toward the total mana needed to complete the level once returned to your castle.

CIVILIANS



When you possess a house or tent, the occupants' mana comes under your control (although you can't move it back to your castle). The people who live in towns come in three varieties: townies, traders and builders. Townies stay put, builders construct new dwellings for the expanding

population, while traders wander from town to town pedaling their wares. Once a town reaches a certain size, it creates its own army of archers to protect it, and if the town is in your possession they will aid your cause.

However, all this potential for good can be ruined if you fire on defenseless townsfolk. The occupants then attack you, costing you mana rather than boosting your power. It might be tempting to fire off a few spells just to test the water, but resist the urge – it'll cost you.

CASTING A SPELL

Having invested most of your power bringing the Magic Carpet to life, you begin the game without a single spell to your name. Fortunately, you can pick up spells along the way. A spell can usually be found within a stone circle, but isn't revealed until you've flown past and broken the invisibility lock which keeps it hidden.

> **Note**: A horde of mana is often hidden along with a spell, or it can be protected by some fiendish demon – so watch your back.

Spells are held within urns and only appear in the magic eye once the invisibility lock has been broken. To collect a spell, simply fly into it; the new spell is added to your inventory. Spells held in blue urns are special. They can only be used on the current level and don't carry over into the next world. Also, you can cast these spells depending upon the amount of mana in your possession, rather than the amount in your castle.

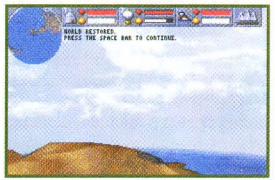
Spells are cast using the **left** and **right** mouse buttons. You can assign any spell from your inventory to either button, and you can also assign spells to the keyboard number keys as a short-cut (see *Assigning Spells*).

WASTED WIZARDS

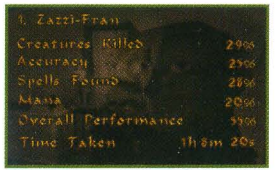
If you're killed without restoring a world to equilibrium, you can replay the world (and hopefully do a little better than the first time). Press **Spacebar** for the Sorcerer's Chamber and **left-click** the Continue Game icon. However, the mana stored in your castle regenerates your personal energy when you're near death, so if you get out of harms way you're able to continue the level.

If you kill a rival wizard, whether you're in a Network game or not, you can cast a possession spell at the wizard's skeletal remains and claim all his mana as your own.

COMPLETING THE LEVEL



When you've completed your task and restored a world's equilibrium, the on-screen message 'world restored' appears. Press **Spacebar** to leave the current world for the Completion screen, or continue collecting mana and spells you may have missed. When you begin the next world, all the spells you've collected so far are still at your disposal.



The Completion screen tells you the world name and number, and lets you rate your performance with % scores in the following categories: creatures killed, accuracy, spells found, mana and overall performance.

When you've seen enough, press **Spacebar** to return to the Sorcerer's Chamber.

The Spells Screen

This is where you can take a look at the whole of a particular world, and assign spells to the mouse buttons and keyboard.

To access the Spells Screen, either press **both** mouse buttons simultaneously or press **Enter**.

WORLD MAP

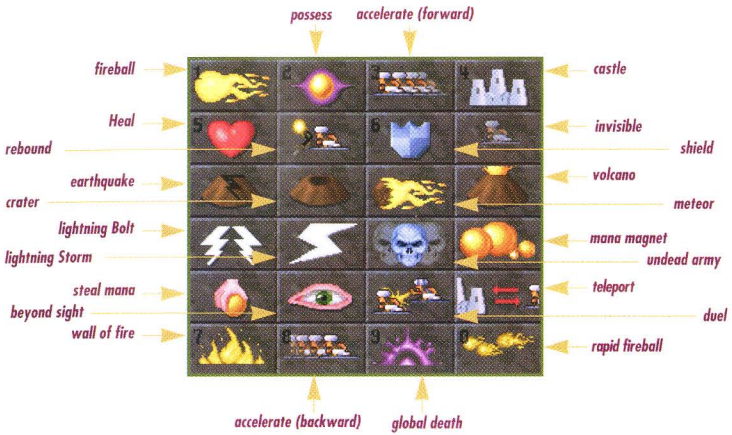
Rather than the small area revealed in the All-Seeing Eye, this map shows the entire world currently being played. You are still displayed as a cross in the center of the map and the color-coding system is the same as the All-Seeing Eye.

THE NETWORK MATRIX

In Network games, move the pointer off the bottom of the Spells Screen to see the Network Matrix. This contains the names of all the networked players in the current world and a figure showing the number of times each of player has killed his/her opponent(s). Every player also has a mana power rating. If one player's mana rating is way above your own, it's a safe bet you'll come off worst in any close encounters – so steer your carpet clear!

THE SPELLS MENU

A place in the Spells Menu is reserved for each of the 24 spells to be found in Magic Carpet. A spell automatically homes in on the nearest aggressive target when cast (as long as the target is near the center of the screen), so the real trick is not aiming the spell but selecting the right one for the occasion. The 24 spells are:



Fireball – Launch a ball of destructive fire at your enemies.

Possess – Take control of any building or mana.

Create Castle – Use this spell to build a fortress to protect your mana. When cast, a hot air balloon is launched that gathers your mana. Additional castle spells can be cast on the same site, expanding the castle and launching more balloons.

> **Note**: You can have only one castle site per world, unless the first is destroyed. If you've positioned your castle where it's impossible to expand (e.g. next to a sheer rock face), you can destroy the castle yourself by pressing **Shift-L** and cast another castle spell elsewhere.

Accelerate (forward) – Propel yourself out of trouble at breakneck speed. Hold down the mouse button to achieve maximum speed. To cancel the spell, press the **down** cursor key.

Heal – If you have enough mana available, this returns your health bar to maximum whenever it's depleted by an enemy attack.

Shield – Absorbs three-quarters of the energy of the spells launched by your nemesis.

Rapid Fireball – Makes the fireball spell look like a cheap card trick. Unleash multiple balls of flame in rapid succession to devastating effect.

Accelerate (backwards) – Disappear to the rear at a tremendous rate.

Beyond Sight - Gives the All-Seeing Eye greater power than before, revealing the location of all the other players.

Mana Magnet – Gathers all the mana in the immediate vicinity into one large ball, making it all the easier for your balloon to collect.

Lightning Bolt – This spell's electric, shooting bolts of electricity from your fingertips. Hold down the mouse for a continuous stream of lightning that locks onto a target and makes shish kebab out of him.

Meteor – Summon almighty rocks and hurl them at any hapless foe who crosses your path.

Invisible – Cloaks you in a mask of invisibility for a time. However, as soon as you cast a spell you can be spotted by both players and monsters.

Rebound – Deflects incoming fire spells back to where they came from, so that no harm is done to you and your opponent risks injury.

Steal Mana – Rob evil sorcerers of their hard-earned mana using this spell.

Duel to the Death – Locks two players together for some immortal combat. When you've a foe in your sights cast this spell and they can only escape by using the Accelerate spell.

Wall of Fire – Do I need to spell this one out? Create an impenetrable wall of flame to confound your enemies.

Teleport – This spell instantly transports you to your castle, for the purpose of defense or to recharge with mana power. Cast it again to return to your original location.

Crater – Not as powerful as the Earthquake spell, this adds a large crater to the landscape.

Undead Army – Raise an army of red-cloaked skeletons to attack rival wizards, their castles and balloons.

Earthquake – Cast this spell to confound land-based monsters by opening a huge crevice under their feet. But don't waste your time trying to cast this spell in water.

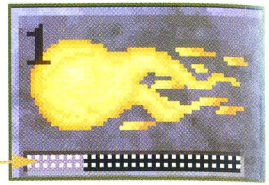
Lightning Storm – Unleash a storm of white hot electricity, which shoots off in all directions and destroys everything within its radius.

Volcano – Creates a gigantic eruption of red hot lava from the bowels of the earth, destroying everything in the vicinity. An extra advantage of this spell are the periodic eruptions which inflict further damage.

Global Death – Sends out a shockwave that proves fatal to anything caught within its influence.

SPELL MANA

When an occupied spell box is highlighted, a mana bar is revealed. A small white dot is added to the bar for every time the spell can be cast; the whole bar must be filled in grey before a dot is added. Some of the higher spells remain inactive in the spells menu until you have built up a large amount of mana in your castle.



ASSIGNING SPELLS

To assign a mouse button, simply highlight the spell and press either the **left** or **right** mouse button.

Occupied spell boxes contain a spell icon and a number; to assign a different number (up to 10), highlight the spell with the pointer and simply press the preferred keyboard number. On the Game Screen you can cast these spells by first pressing down the keyboard number, and then pressing either the **left** or **right** mouse button.

Appendix I: The Magic Carpet Bestiary

Molenubar tells us that every one of Magic Carpet's shattered realms contains monstrous creatures who are driven by an insatiable desire for mana. These unthinking beasts are without remorse and know no reason; your only hope is their destruction.

The Magic Carpet bestiary includes:

Apes-Twice the size of Trolls but similar in behavior and likewise armed with boulders, which they sling at you and your castle like confetti.

Bees-Swarm together and attack both you and your castle. Bees are armed with stingers, so must get close to inflict damage. They are more harmful than vultures and harder to kill.

Crabs-When a Crab egg hatches, the small crustacean which emerges is already armed with fireball spells. But Crabs are voracious feeders, and as they consume mana they grow larger and more powerful. A medium-sized Crab will attack you with lightning bolts, and an adult hurls meteors. When full-grown, Crabs can lay eggs, propagating another generation of this pincer-clawed peril.

Dragons-An airborne version of the Worm, similarly armed with fireballs but far quicker and more agile, and therefore that much more difficult to kill.

Emu Riders-These flightless birds carry archers at incredible speeds across the landscape, raining volley after volley of arrows down upon you before disappearing into the distance.

Genie-Less of a threat, more a monumental pain in the pants, genies cast fireballs and steal your mana. While unlikely to destroy you, they have the annoying habit of teleporting out of combat situations only to turn up later with their powers restored.

Griffin-The Griffin is unique in two ways: it can penetrate the cloak of your invisibility spell, and only attacks if you're rash enough to fire first. Armed with lightning bolts, the Griffin becomes a formidable foe when roused.

Kraken-When the Kraken wakes, this sea-bound Behemoth emerges from the icy depths firing bolts of lightning. The Kraken is also armed with the Duel spell, and once caught in its vice-like grip you'll be lucky to escape with your turban intact.

Skeletons-Unless stopped, this skeletal scourge launch volley after volley of arrows at you and your castle. They hate the human archers who guard towns and villages, killing them to swell the ranks of this undead army.

Trolls-Slow and stupid but very strong, Trolls are armed with boulders. They have the enviable ability to regenerate after an injury, so a little bit of overkill might be required to make certain a troll stays dead.

Vultures-These flockers will attack you and your castle. They use their claws to attack, so need to get very close to do any damage.

Worms-Earthbound, but armed with fireballs that are capable of downing you and your carpet in double-quick time.

Wyvern-This flying nightmare makes a Dragon resemble a spring lamb. The Wyvern is armed with rapid fireballs and is immune to the Rebound spell. It attacks castles, eats mana and even when beaten half to death can regenerate its power in a very short time.

Appendix II: A Word on each World

In his History of the Wizard War, Molenubar hints at the nature of the challenge contained in each world. Forewarned is for forearmed, so here for your benefit are a few facts that might help keep you and your carpet in one piece.

1. **Al Jahan-**The peaceful island dwellers of Al Jahan are in dire need of your aid.
2. **Khallabad-**Traders from Khallabad speak of coiling horrors bringing down death from the skies.
3. **Sulghir-**Ancient warriors from the realm of Sulghir have risen from their graves.
4. **Akrir-**The evil sorcerer Vodor has unleashed chaos in the land of Akrir.
5. **Cessecca-**Settlers on the island of Cessecca are plagued by swarms of giant bees.
6. **Qazziel-**The Seer of Qazziel has foreseen the destruction of his city by undead hordes and other terrors.
7. **Ar Ulnan-**The port of Ar Ulnan is under siege by air and sea.
8. **Gillah-**Evil trollish tribes have returned to Gillah for the first time in a thousand years.

9. Kutoor-The forest of Kutoor is alive with evil once more, driving the people into catacombs below the citadel.

10. Rannaxior-Griffins have invaded the sacred mana grounds of Rannaxior.

11. Zanzandria-Would-be sorcerers have been lured to Zanzandria by rumors of great magic there.

12. Mehkhel-Magical mirrors provide a route through Mehkhel - land of exile. Seek and you shall find.

13. Dullighir-The maze of Dullighir guards its secrets well.

14. Nazzajahn-Follow the endless path of the stones of Nazzajahn to unleash great power.

15. Al Saumam-Beware, the shores of Al Saumam harbor scuttling nightmarish creatures.

16. Aflahkstahn-The key lies in unlocking the four ways of the fortress.

17. Jan Tabar-A great wyvern has been sighted near the mountains of Jan Tabar.

18. Kireemir-The realm of Kireemir is turning itself inside out.

19. Ar Vilim-Devilish traps spring from every corner of this realm.

20. Jondd Warr-The island of Jondd Warr is infested with dragons... and other things.

21. Khaghabal-Mana guarded in the watchtowers of Khaghabad has attracted many scuttlers to the realm.

22. Ul Ramin-Banish evil from Ul Ramin and beware your adversaries for their skills are increasing.

23. Naqual-The souls of the fallen heroes of Naqual have been possessed by necromancy.

24. Quaddimar-Of those who have ventured beyond the borders of Quaddimar, few have returned.

25. Ottommia-Zimbaliza, greatest of the original warlocks fell here centuries ago and his magic still remains, so they say.

26. Xikhypt-Restore order to this land and you will be well prepared for the realms beyond.
BE WARNED. BEYOND THIS POINT YOUR JOURNEY WILL TAKE YOU TO REALMS GUARDED BY MANA VAMPIRES WHO WILL STEAL MANY OF YOUR SPELLS.

27. Shebbahn-Seek the sacred forest of Shebbahn to recover spells stolen from you - but beware the consequences.

28. Hazzanjahn-The isles of Hazzanjahn are linked by magical mirrors but not all of them take you where you want.

29. Zakhazaran-Save the remaining citizens from otherwise certain doom.

30. Banahstur-Your adversaries have never conquered this realm. Can you?

31. Idirya-Do not anger the griffin of the Idiryan Sea until you have the spell to defeat them.

32. Thammon-The impassable walls of Thammon guard great power and great danger.

33. Jahrrid-It is said that to survive the maze of Jarrhid a wizard must have eyes in the back of his head.

34. Khatoud-Plagues of giant bees have rendered this once beautiful land barren.

35. Shai Yulim-The city of Shai Yulim is under attack but to save it you must first defeat the genie at the gate.

36. Moorrok-Your enemies await you in the hills of Moorrok.

37. Quahahn-All who practice the magic arts must be tested in the ancient training grounds of Quahahn.

38. Yoggohr-The pools of Yoggohr are an enigma only the worthy will unravel.

39. Ar Zaljan-Merchants returning from Ar Zaljan say that all is lost but one must never abandon hope.

40. Arrimir-No one has ever found the exit to Arrimir's maze. Yet enter it you must.

41. Ooramesa-Many turn back at the sight of the walls of Ooramesa but you must persevere.

42. Ghabbaladan-Great evil lurks in and around Lake Ghabbaladan.

43. Tekumir-To restore order to this realm, one must first find an order to restore.

44. Zantor-Zantor has already been utterly destroyed but the creatures which remain must be banished forever.

45. Dubbahn-Dubbahn, isle of exile, is under attack and the capricious imps guarding it will steal most of your powers.

46. Ephieria-Epheria must not fall to the forces of evil - you are their only hope.

47. Inixxia-Innixxia was once a fertile land. Now death is the only harvest.

48. Meebir-See Meebir and die.

49. Shal Kazan-Be warned, several sorcerers already claim this territory as theirs.

50. Volcania-Steer a careful course, for in this place the land itself spews death into the skies.

About Bullfrog

In case you haven't heard of Bullfrog Productions – where have you been for the last five years? Believe it or not, as recently as 1989 the world hadn't been exposed to Populous, the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and world-wide sales in excess of three million later, Populous has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog five consecutive number one hits. PowerMonger, Populous 2, Syndicate and Theme Park followed, and all enjoyed immense commercial success and critical acclaim.

In the same short time, Bullfrog Productions has expanded from the two-man operation founded by Peter Molyneux and Les Edgar to a thriving company with over 40 employees. Through this period of unprecedented growth, Bullfrog has continued to produce games which combine visual strength with technical complexity. But above all else, it's originality that is the key to Bullfrog's success. Magic Carpet is the latest example of the company's commitment to originality and innovation. It combines accurate flight simulation technology with easy playability and the instant gratification of superb graphics. Get ready for Bullfrog's sixth number one.

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